WINBACK

COVERT OPERATIONS

TEEN
T
CONTENT RATED BY ESRB

KOEI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

See back page of this manual for Warranty and On-Line Support.

© 2001 KOEI Corporation and KOEI Co., Ltd. All rights reserved. For home use only. Unauthorized copying, adaption, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product are prohibited.

TABLE OF CONTENTS

GETTING STARTED 2

STARTING UP 3

CHARACTERS 5

GAME PLAY 7

Starting a Game 7

Options 8

Story Mode 9

Main Screen 10

Versus Mode 11

Bot Mode 12

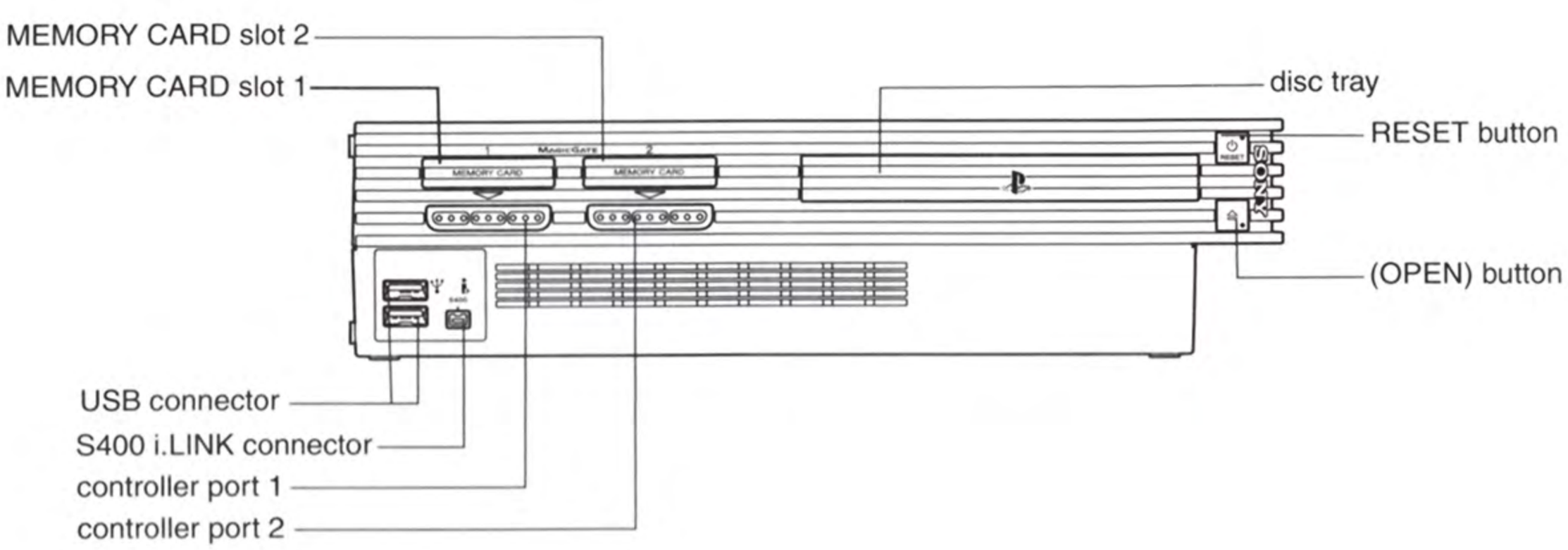
Character Actions 14

Systems Screen 22

SURVIVAL TECHNIQUES 24

WARRANTY 29

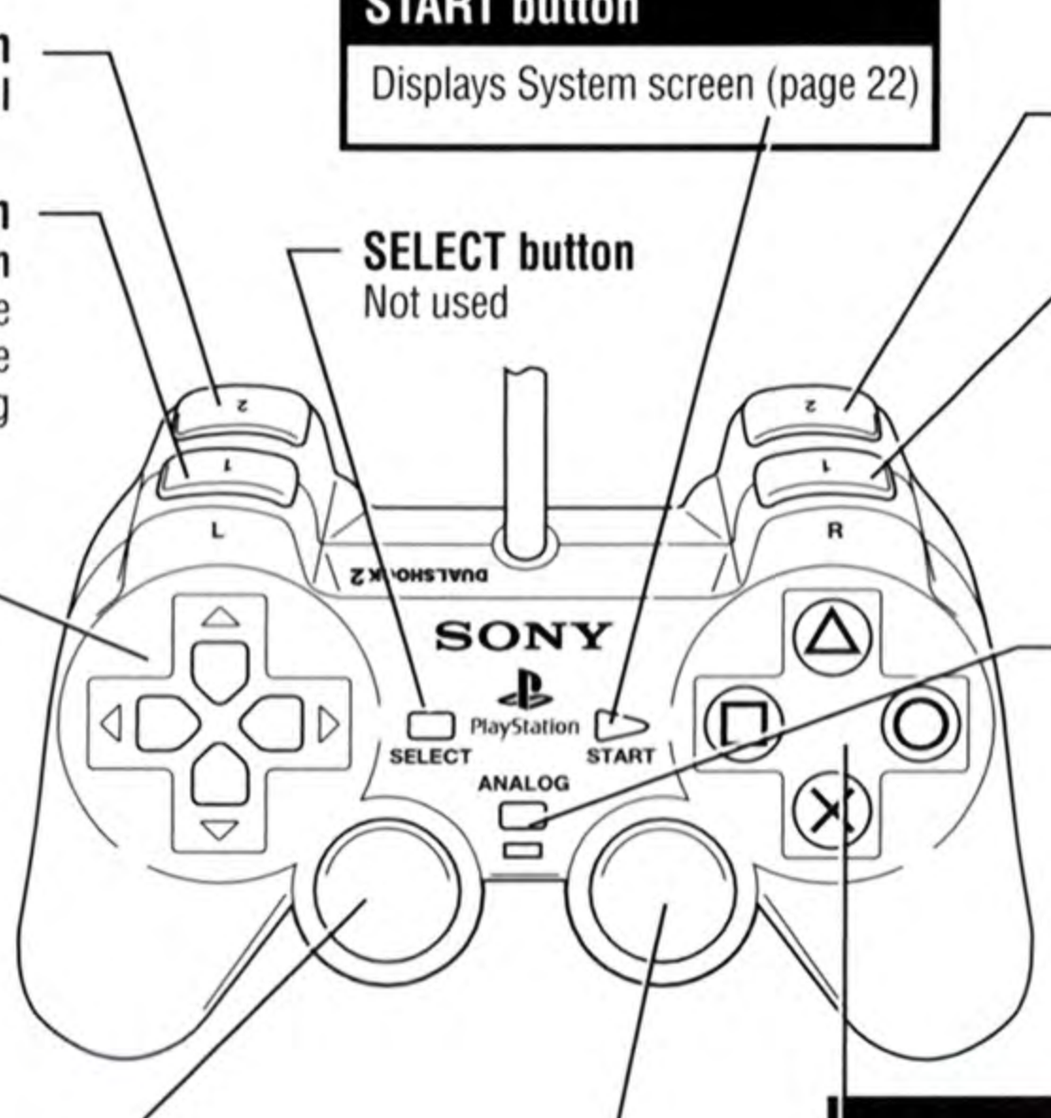
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **Winback: Covert Operations** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



START button
Displays System screen (page 22)

SELECT button
Not used

L2 button
camera angle control

L1 button
Crouch
Hold the L1 button and use the left analog stick to move while crouching

R2 button
camera angle control

R1 button
Aim Weapon
While holding the R1 button, press the ■ button to fire weapons

ANALOG mode button

directional buttons

Explosives
Press down to set C4 explosives and down again to detonate

Right directional button
Flashlight ON/OFF

Item Selection
Choose items on the System Screen

left analog stick

Character Movement

Targeting
While holding the R1 button, use left analog stick to control laser sight

Item Selection
Choose items on the System Screen

right analog stick

Camera angle control
Changes camera angles during game play. (can also use L2 and R2 buttons).

Capture Camera Toggle
Changes targeted enemy in capture camera mode (see page 15)

R3 button
(when right analog stick is pushed down)
Centers camera to its default position behind Jean-Luc

△ button **Capture Camera**	Lock the camera on a particular enemy. The camera follows the movement of the captured enemy and makes targeting easy.
○ button **Weapon Toggle**	Change weapons
✕ button **Reload/ Select**	Reload weapon Enter selections
■ button **Fire/Back to Wall/ Action**	**Fire:** While holding the R1 button, press to fire weapons **Back to Wall:** When close to a wall, press to put your back to the wall. Press again to move away from the wall **Action:** Pick up items, open doors **Forward Tumble:** Performs forward tumble when crouched and moving forward (see page 18) **Combat:** Hand-to-hand combat when close to enemies.

Turning Controller Vibration On and Off
You can turn vibration ON and OFF, and change controller configuration on the Options screen (page 8)

THE HEAVENS BLAZE

The Center for Space Development was suddenly hit with a highly concentrated energy beam; now only a barren wasteland marks the spot where the proud complex once stood...in minutes, news of the destruction reached the Department of Defense. A terrorists group called the Crying Lions had accessed GULF, a top-secret strategic weapons satellite in orbit, and fired it without mercy.

As reports of the damage flooded in, the Secretary of Defense received a message from Kenneth Coleman, the leader of the Crying Lions. Soon, the Secretary was faced with the awful realization that the Crying Lions were not open to any negotiations. They wanted freedom for their homeland Zarozcia, and would stop at nothing to attain it.

There are only three hours until the GULF satellite is powered up and ready to fire again. The Secretary knows he has only one card left to play. He orders the S.C.A.T. team to mobilize — their orders:

INFILTRATE THE BASE AT WESTHAM AND RETAKE CONTROL OF THE GULF SATELLITE!

CHARACTERS

S.C.A.T

S.C.A.T. (Strategic Covert Actions Team) is a top-secret band of anti-terrorist operatives formed under the auspices of the President in order to deal with terrorist actions that threaten national security.

JEAN-LUC COUGAR

27 years old and single, Jean-Luc is a former member of a city SWAT team. His ability to remain level-headed in even the most harrowing situations earned him the spot as the leader of S.C.A.T.'s Advance Strike Team. He is highly respected by the younger teammates and finds it easier to express his fighting spirit in actions rather than words.

LISA ROBERTS

She is the only female member of S.C.A.T. Her grandmother was Japanese, and Lisa claims to possess a strong fighting spirit. After acing her courses on criminal psychology at the university, she went on to join the National Bureau of Investigation. She was offered a position in S.C.A.T. after Dan saw her in action during a training session at the N.B.I. academy.

JAKE HUDSON

A former Army grunt, Jake joined S.C.A.T. at the same time as Jean-Luc. He is somewhat of a prankster and loves to pick on Lisa whenever he gets the chance. He is as brave as they come and his shooting and combat skills are equal to those of Jean-Luc.

DANIEL STEWART

S.C.A.T. commander and former member of the Navy Special Forces. His vast experience has earned him the trust and respect of his team.

LAW BRUFORD The big man on the team and former Navy officer. He is unmatched in hand-to-hand combat, and was Jean-Luc's toughest competition for leader of the Advanced Strike Team.

MATT BROWN Veteran member of the team and former Air Force officer. He is also a former boxer.

STEVEN LEGAL

Lieutenant commander of the team. He received most of his training in the British Secret Service. His information gathering and keen analytical skills make him the top choice for any scouting mission.

MIKE HAWKINS

Demolitions expert and former member of the National Drug Enforcement Agency's bomb squad. Highly skilled in defusing bombs and destroying obstructions.

THOMAS SMITH

Communications expert and former member of the computer crime division in the National Bureau of Investigations. He is well versed in all facets of high-tech electronics.

KEITH BIRDY Medical officer. As a rookie and the youngest member of the team, he joined S.C.A.T. with the highest recommendations from the President.

CRYING LIONS

The radical Zarozcia Liberation Movement. Many of its members are Zarozcians, but the group also enlists mercenaries and harsh criminals from all over the world. It is by no means an orderly military organization.

KENNETH COLEMAN

This former officer in the Zarozcian army is now the leader of the terrorist group called the Crying Lions. The terrorists he leads address him as colonel.

CECILE CARLYLE

The mere mention of Coleman's right-hand man is enough to instill fear in even the hardest of criminals. He is wanted for international war crimes.

HARD LUCK LILA

This cold-blooded killer has pumped enough iron to enable her to wield a massive machine gun with ease.

GAME PLAY

STARTING A GAME

Set the "WINBACK: Covert Operations" CD in the game console. Insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1.

When the power is turned on, the game opening begins. When the opening ends, or if the START button is pressed while the opening is playing, the title screen is displayed.

- The memory card (8MB)(for PlayStation®2) is necessary if you want to save game data. You will need at least 120KB to save data for one game. Refer to your PlayStation 2 user's manual for details on using memory cards.

STORY MODE

The Story mode is the main one-player game.

NEW GAME Start a new game.

LOAD GAME Load a previously saved game. This item is only available if game data has been saved (page 9).

VERSUS MODE

Play in one of six different versus modes (page 11). Please note that Point Match is only a 3 or 4-player game and will only be available if the multitap (for PlayStation®2) is inserted.

BOT MODE (PAGE 12)

This is a battle mode involving one or two players and up to seven computer-controlled enemies (maximum of 8 characters on-screen). Two-player mode includes both cooperative and competitive play.

TUTORIAL MODE Learn about and practice all character moves.

LANGUAGE OPTION Choose any combination of English/Japanese subtitles and voice recordings.

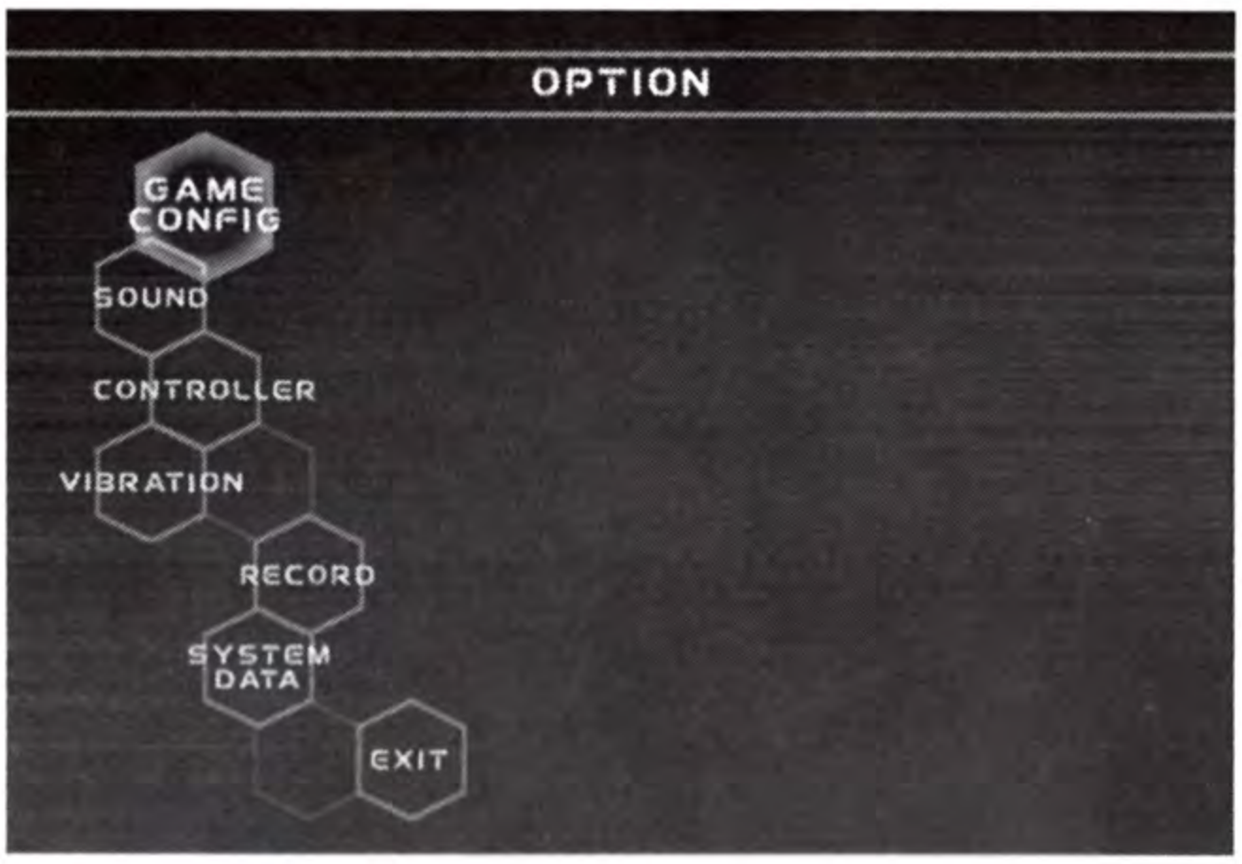
OPTIONS

Set game options and configure controller buttons.

GAME CONFIG

Set game difficulty.

Turn radar ON/OFF in Versus modes.



SOUND

Set volume and sound type.

CONTROLLER

Set controller functions.

Sight Control

Adjusts the reaction of the weapon's sight to user input.

Sight Speed

Adjusts the speed of your weapon's sight.

Camera Control

Adjusts the reaction of the camera to user input.

Camera Pan

Set the camera panning method.

1. Normal – default setting.

2. Manual – player has total control and camera will only move if the player moves it.

3. Auto – camera is locked behind Jean-Luc and follows his movement closely.

Key Type

Set controller button functions.

VIBRATION

Turn controller vibration ON/OFF.

RECORDS

Performance records of completed games.

SYSTEM DATA

Save/Load game data.

STORY MODE

GAME OBJECTIVE

Regain control of the GULF Strategic Weapons Control Center from the terrorists. You control Jean-Luc Cougar, the main character. The story moves forward with every mission you complete.

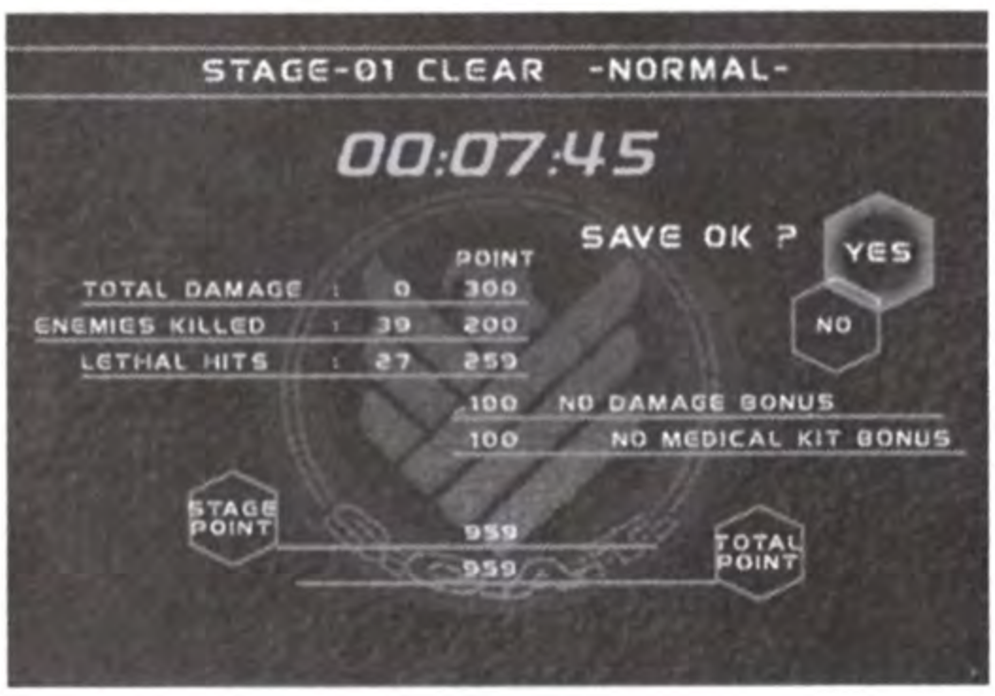
- This mode has three different story paths and each will depend on how fast you reach certain points in the game. Each involves different events and enemy encounters.
- Hint: The more times the satellite fires, the worse you are doing.

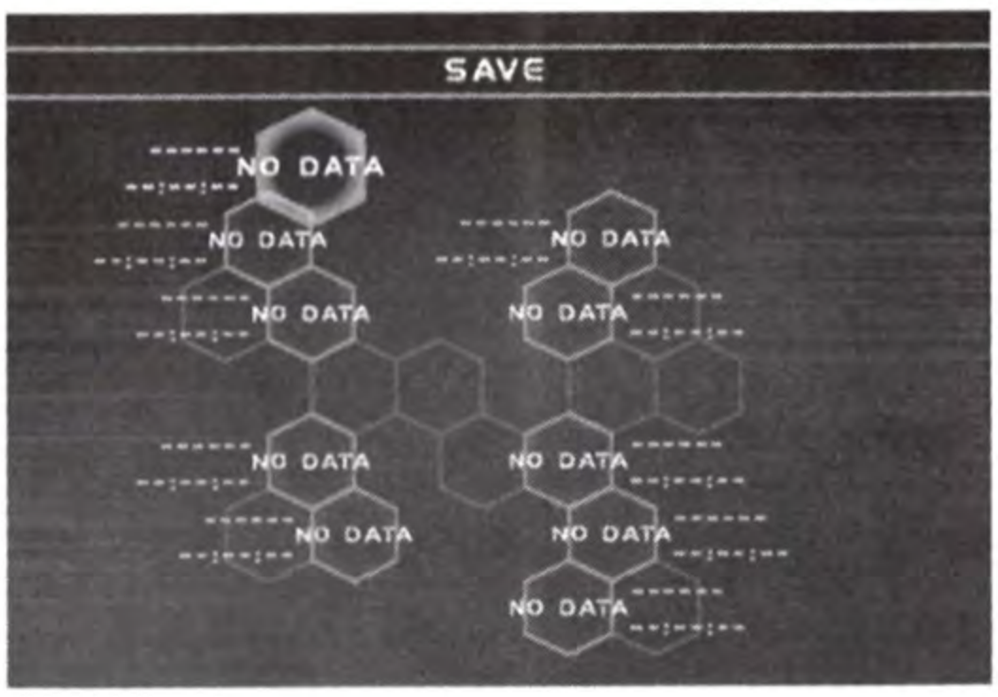
GAME OVER

The game is over when Jean-Luc is killed (life bar reaches 0). You can continue from a previously saved mission or checkpoint by pressing the START button on the count-down screen.

SAVE AFTER EVERY MISSION

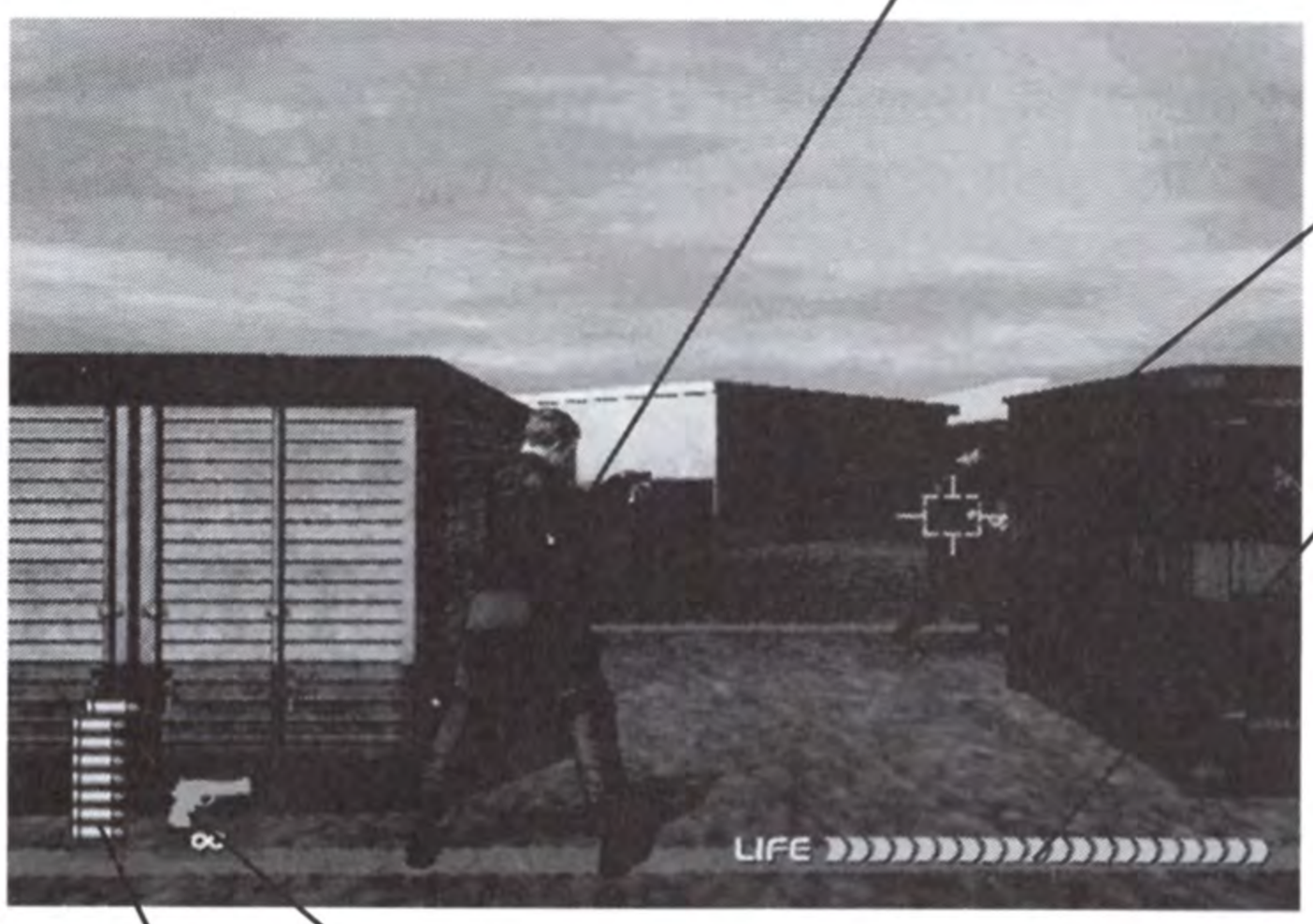
Performance statistics are displayed after the completion of every mission. Press the ⊗ button to proceed to the Save screen. You can save game data after the completion of each mission.





- Game data is saved on a memory card (8MB)(for PlayStation®2). One game requires 120KB.
- Game data is tentatively auto-saved at each Checkpoint displayed on the mission map. When you choose to continue, you start play at the last saved Checkpoint. This save data will be lost if the console is reset or if the power is turned off.

MAIN SCREEN



Jean-Luc Cougar
The main character — the one you control.

Sight
Weapon's aiming mechanism.

LIFE
Life gauge of the main character. The game is over when it reaches 0.

Clips
Number of clips left for a particular weapon.

Handgun – unlimited ammunition

Sub-Machine Gun – shows number of rounds and reloads left

Shotgun – shows number of shells left

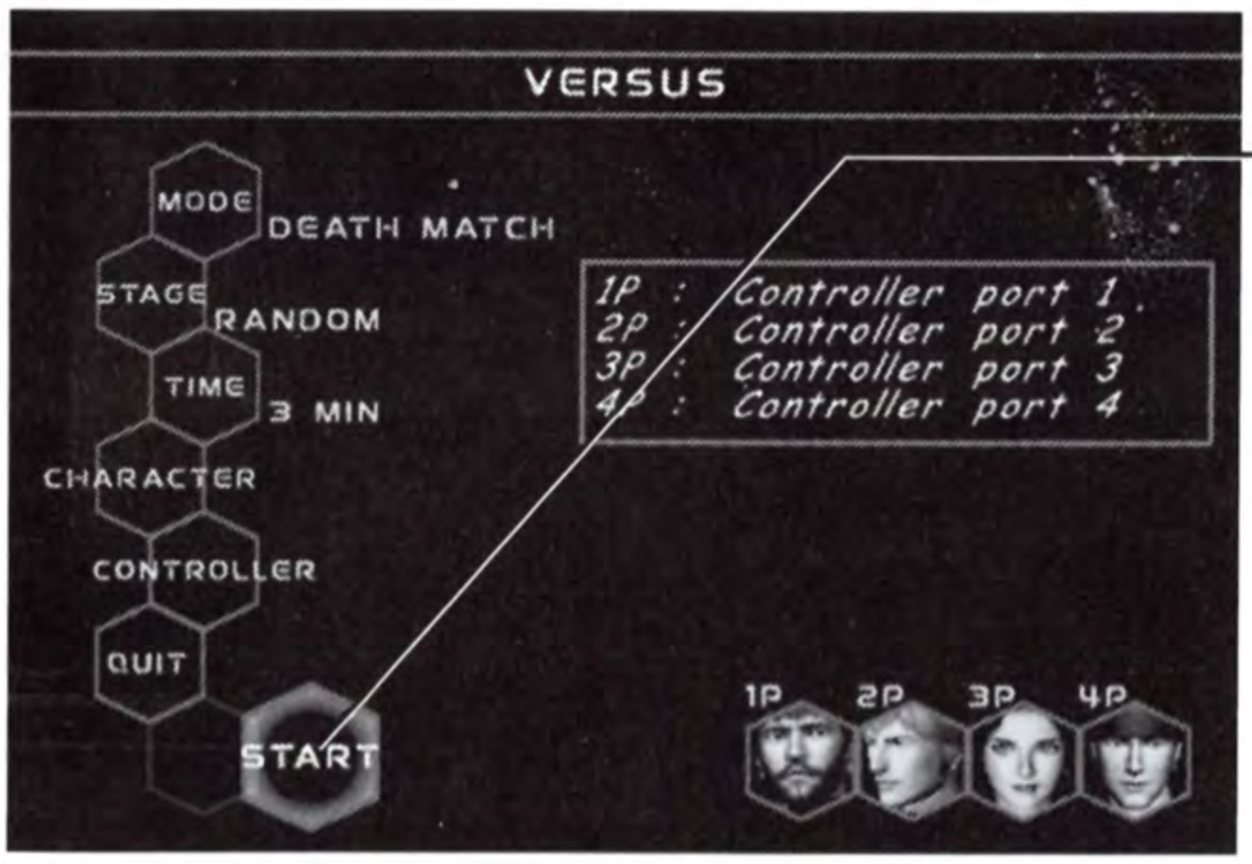
Rounds
The number of rounds left in the present clip. Reload when you are out or running low.

Medical Kits
Your life points are partially restored by picking up medical kits. One medical kit restores 50% of your life points. Medical kits are found throughout the game stages, and you can only pick them up when you have less than 100% of your life points. There are a limited number of medical kits, so use them wisely.

VERSUS MODE

2 to 4 players can play in the Versus modes.

VERSUS MODE SETTINGS



Start

Start versus mode play.

Mode

Types of versus modes. The number of players determines what versus modes are available.

Stage

Select stage.

Time

The maximum time limit for each stage.

Character

Select character.

Controller

Controller settings.

Quit

End versus mode.

PAUSE GAME & OPTIONS

To pause the game, press the START button during game play.

Continue

Continue versus mode.

Retry

Begin again with the same settings.

Settings

Return to versus mode settings.

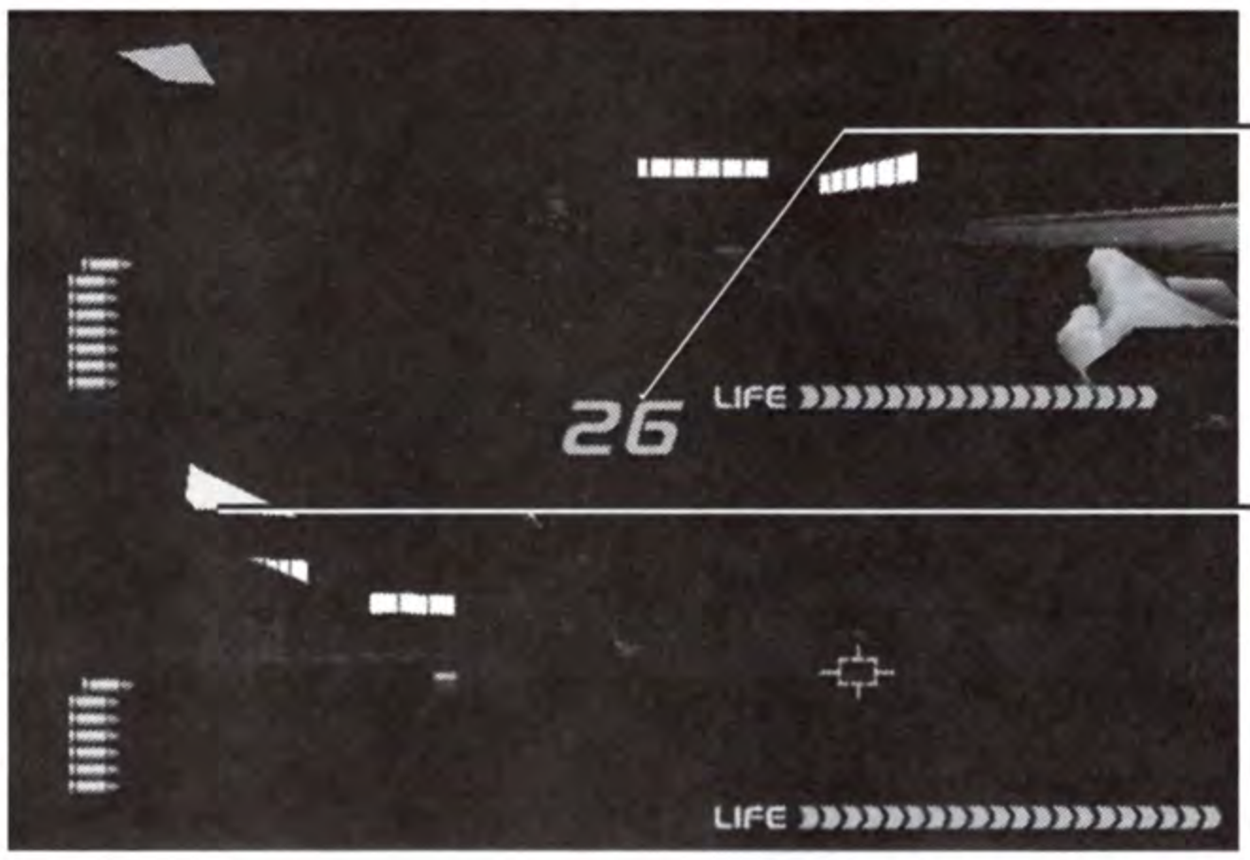
Quit

End versus mode.

Help

View the explanation of versus mode rules.

VERSUS MODE SCREENS

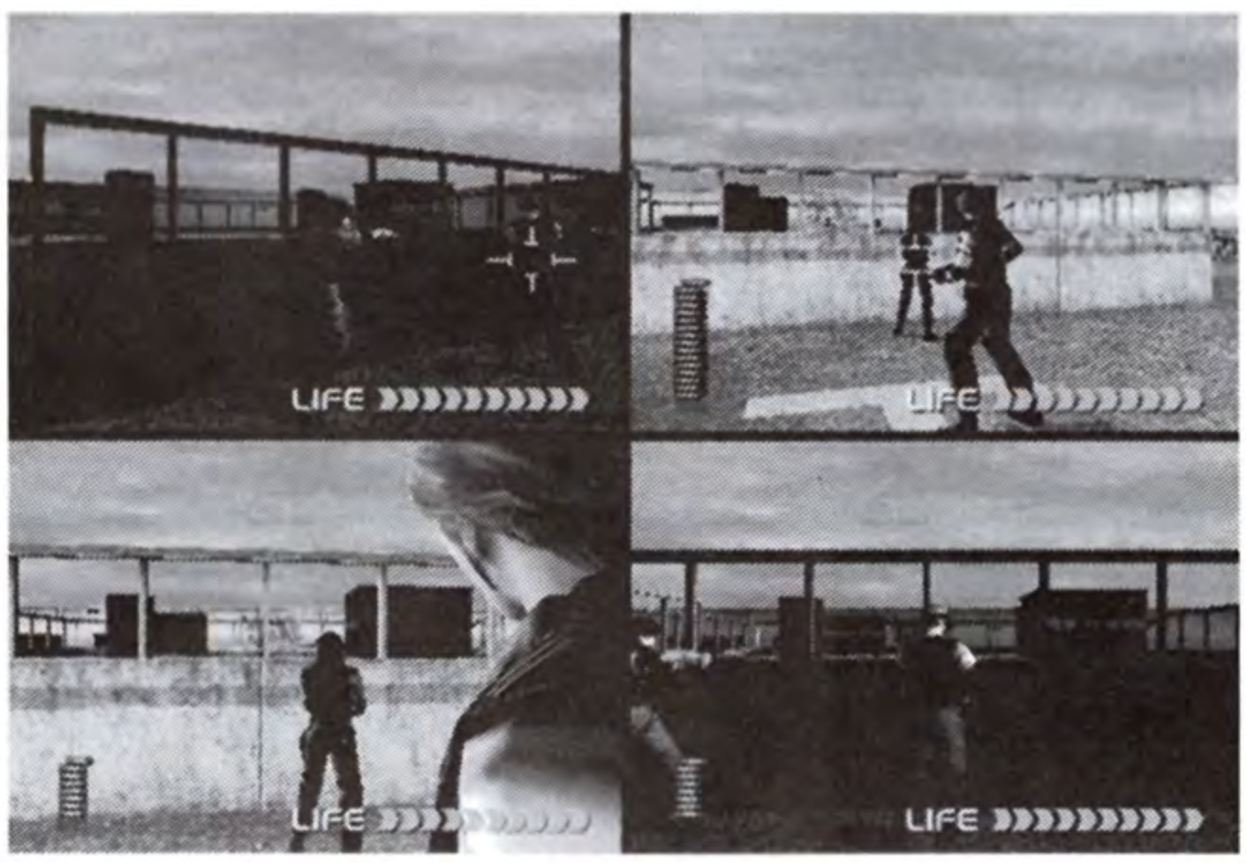


Time Limit

Displayed when play time approaches the time limit.

Radar

Displays the direction of enemies or cubes. This option can be turned ON/OFF in the Game Config screen of the main Options



- The multitap (for PlayStation®2) is needed for play with 3 or more players and must be inserted into controller port one.
- Characters carry only one weapon at a time, and the last weapon picked up is used.
- Characters start with the weapon they are holding in the character selection screen. When that weapon's ammunition runs out, you revert to a handgun.
- Thunder, Duke, Gunt, and any character carrying a rocket launcher cannot tumble or put their back against the wall.

BOT MODE

A one or two player competitive/cooperative mode where you battle up to seven computer-controlled bots (with a maximum of 8 characters on-screen). This mode also includes a one player Challenge Mode.

1 PLAYER:

NORMAL Mode: a standard shoot-out against an opposing team.

Mode: Explanation of current mode
Stage: Choose stage
Setting: Determine match settings

1. Team Size – Number of members on each team
2. Frag Limit – Number of team lives. Team members reappear after being killed as long as lives remain. When limit is reached, game is over.
3. BOT AI – Difficulty of enemies: low, normal, high, and ultra (ultra AI is available only after being unlocked in one player BOT Challenge Mode)
4. Handicap – Weapon power can be set from 25-250% effectiveness
5. Medical Kit – percentage of Health restored by medical kit.
6. Time – Set time limit: 4, 8, 12, and 20 minutes, or no limit.

Character: Choose character
Controller: Change controller settings
Quit: End BOT Mode

- For Pause menu see Versus Mode (page 11)

CHALLENGE Mode: A one player, 20-stage shootout against an opposing team. Completing one stage advances you to the next; any level already completed can be played again. Stage bonuses are rewarded after you finish every five stages:

- Level 5 – All SCAT members become available for BOT mode play (except Challenge Mode)
- Level 10 – All normal characters become available for BOT mode play (except Challenge Mode)
- Level 15 – Ultra AI option becomes available for BOT mode play (except Challenge Mode)
- Level 20 – All enemy bosses become available for BOT mode play (except Challenge Mode)

Note: Boss characters will not be available until you achieve the Best or Good ending when playing the Story Mode in Normal or Hard setting.

Options: The character you play as well as game settings are predetermined.

1. Mode – Explanation of current mode
2. Stage – Shows layout of current stage
3. Setting – Shows predetermine Challenge Mode settings
4. Controller – Controller settings
5. Quit – End Challenge Mode

2 PLAYER:

1P, 2P VS. BOT: Cooperative mode where you and a friend (and your team's BOTs, if selected) battle a team of enemy BOTs. See one player BOT mode (normal) for explanations of settings.

1P VS. 2P: Competitive mode where you and your team of BOTs battle an opponent and his team of BOTs. See one player BOT mode (normal) for explanations of settings.

CHARACTER ACTIONS

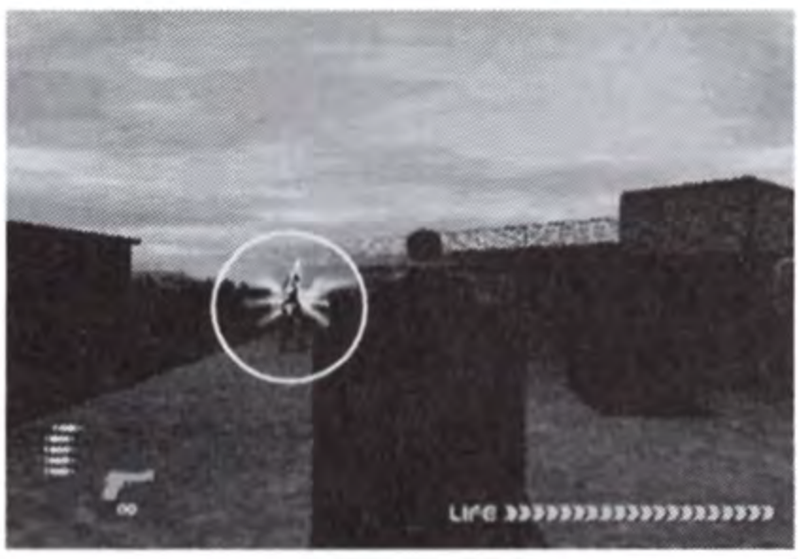
ATTACKING ENEMIES

Firing your weapon: R1 button + ● button

1/ Take Aim

Hold down the R1 button.

The weapon sight automatically targets enemies.



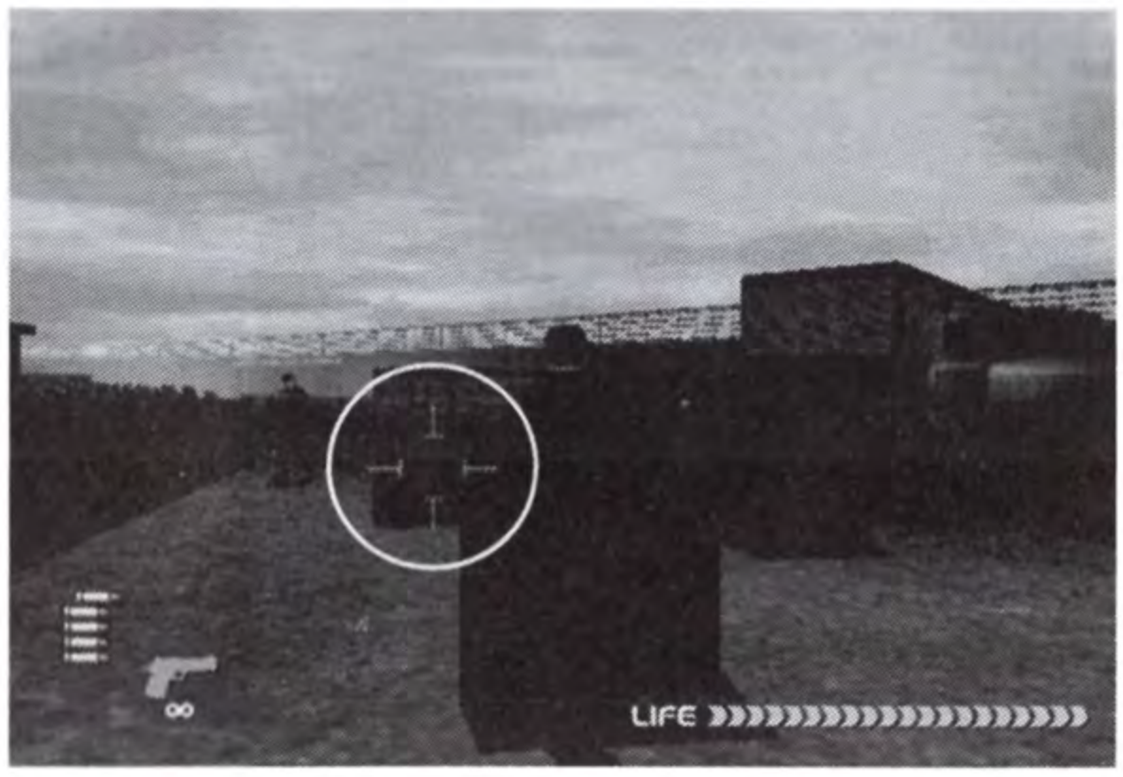
2/ Fire

Fire with the ● button while holding down the R1 button.

3/ Move Sight

Move the sight with the left analog stick.

When a red sight is displayed over targeted objects, you can destroy them.



4/ Fire

Fire with the ● button.

Be careful you don't get caught in the explosion.

Reloading: Press the ⊗ button

When running low on ammunition, press the ⊗ button to reload.

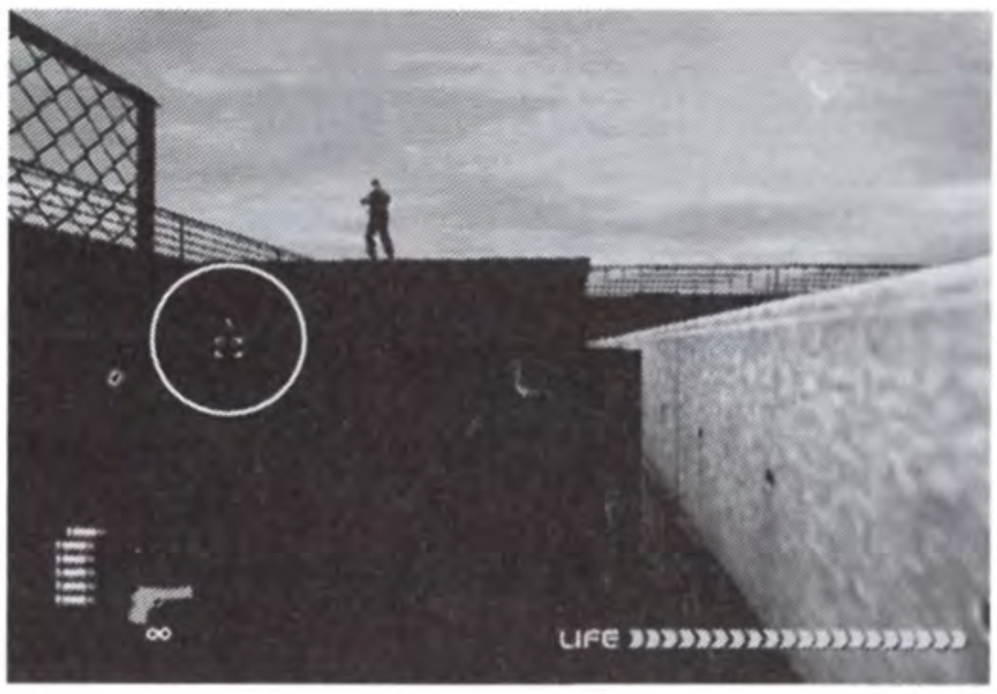
Clips and shells for the machine gun and shotgun can be picked up as items. There are only a limited number available, however.

Note: When you reload the machine gun with rounds still in the current clip, you throw those rounds away. Be careful to time your reloads so that you don't waste ammunition.

CAPTURE CAMERA MODE:

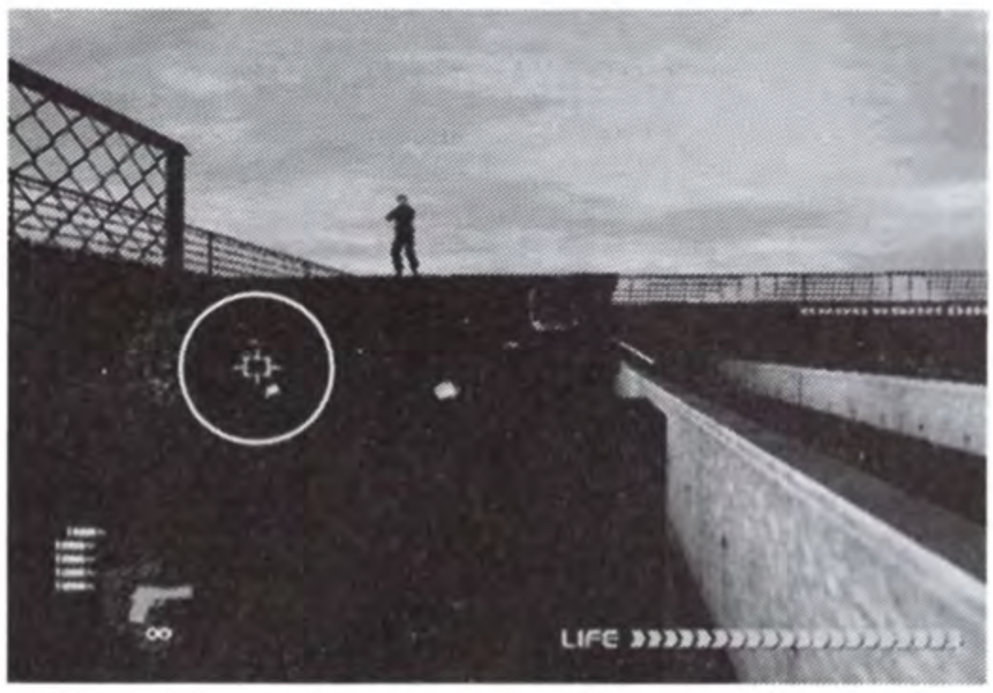
Press the △ button.

Lock the camera on an enemy in your field of view.

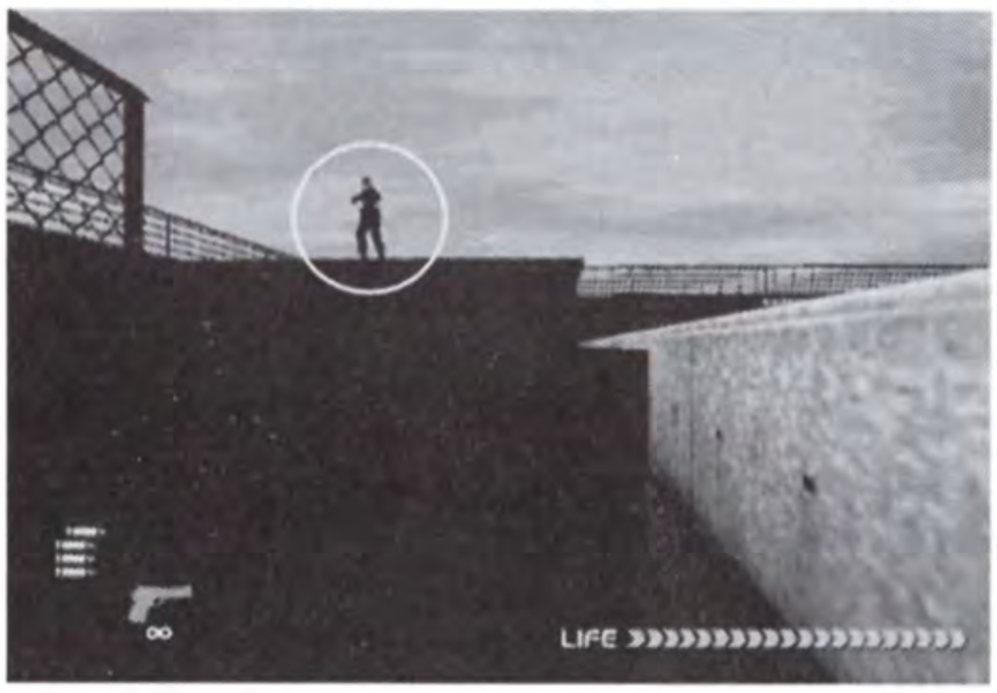


1/ Capture Enemy

When an enemy is in your field of view, press the △ button to capture him.



A green border is displayed when an enemy is captured.



When an enemy is captured, both the camera view and weapon sight move with the enemy. Regardless of where an enemy moves, your character will face the captured enemy if you take aim with your weapon. You can fire more effectively by capturing and re-capturing enemies.

2/ Switching Targets

When there is more than one enemy present, you can toggle the captured enemy by using the right analog stick or L2/R2 buttons. Press the △ button again to cancel enemy capture. If a captured enemy hides or disappears from view for a long period of time, the camera capture is lost automatically.

PLACING AND DETONATING EXPLOSIVES:

Press the down directional button.

C4 explosives can be picked up as items.

1/ Place

Press the down directional button to place C4 explosives. C4 explosives can only be placed on the floor.

2/ Detonate

Press the down directional button again to detonate C4.

Be careful not to get caught in the explosion. Press the ● button when standing in front of C4 explosives to pick them up for later use.

HAND-TO-HAND COMBAT:

Press the ● button (when close to enemies)

Attack enemies at close range with punches and kicks.

1/ Hand-to-hand Combat

Press the ● button at close range to engage in hand-to-hand combat.

If your attack is unsuccessful, you will be attacked in return and suffer damage.

MOVEMENT AND DEFENSE:

Move quickly and protect yourself from enemy fire.

Normal Movement

Use the left analog stick to move.

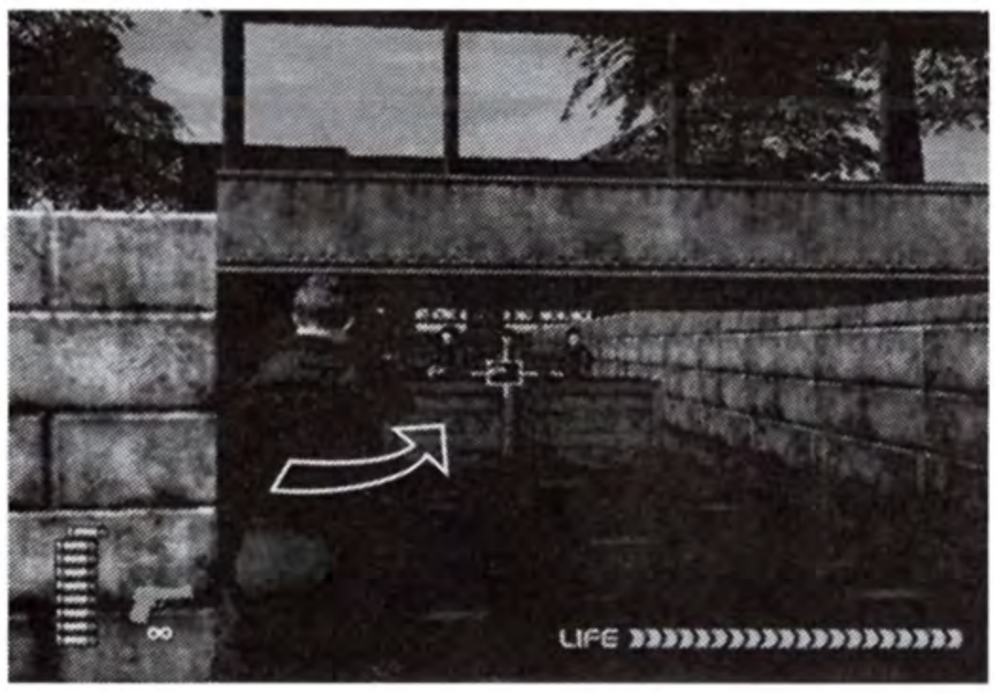
1/ Back Against Wall

Press the ● button while close to a wall to put your back against the wall. This also works with crates, vehicles, boxes, or any large flat surface.

Press the ● button again to move away from the wall.

2/ Moving Along Walls

Press the left analog stick right or left to slowly move along the wall.



3/ Swing Out

Press the R1 button at the corner of a wall to swing out from behind it ready to fire.

4/ Fire

While holding the R1 button, press the ▣ button to fire.

Press the △ button to capture an enemy first to make the transition to firing your weapon smoother.

5/ Swing Back

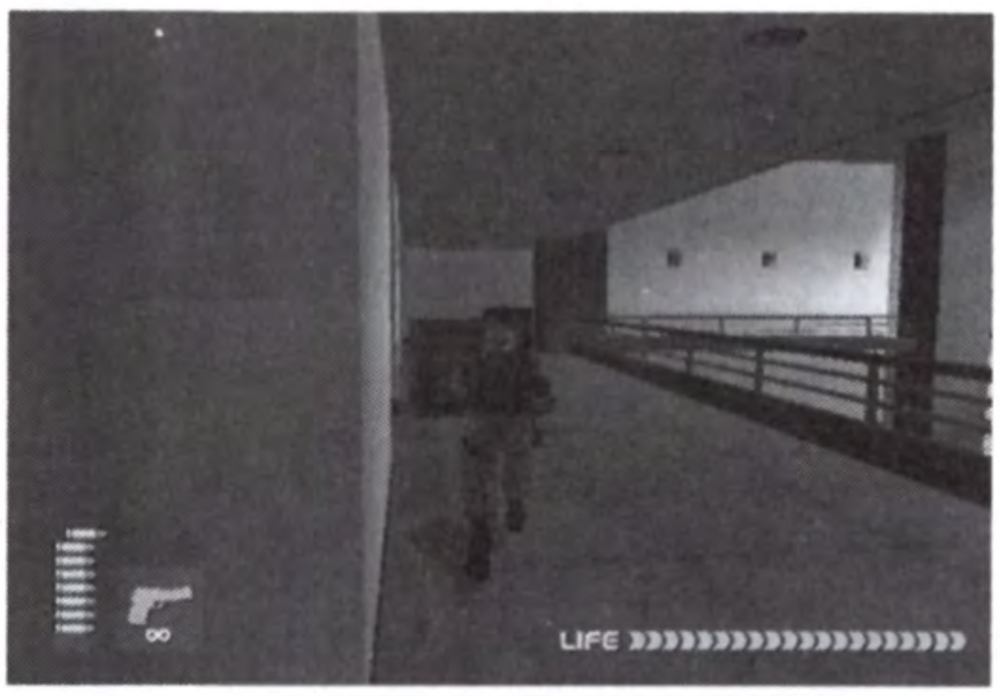
Release the R1 button to swing back into a safe position behind the wall.

If you swing out for too long, you may get hit by enemy fire; it will then be impossible to swing back by releasing the R1 button.

1/ Crouching

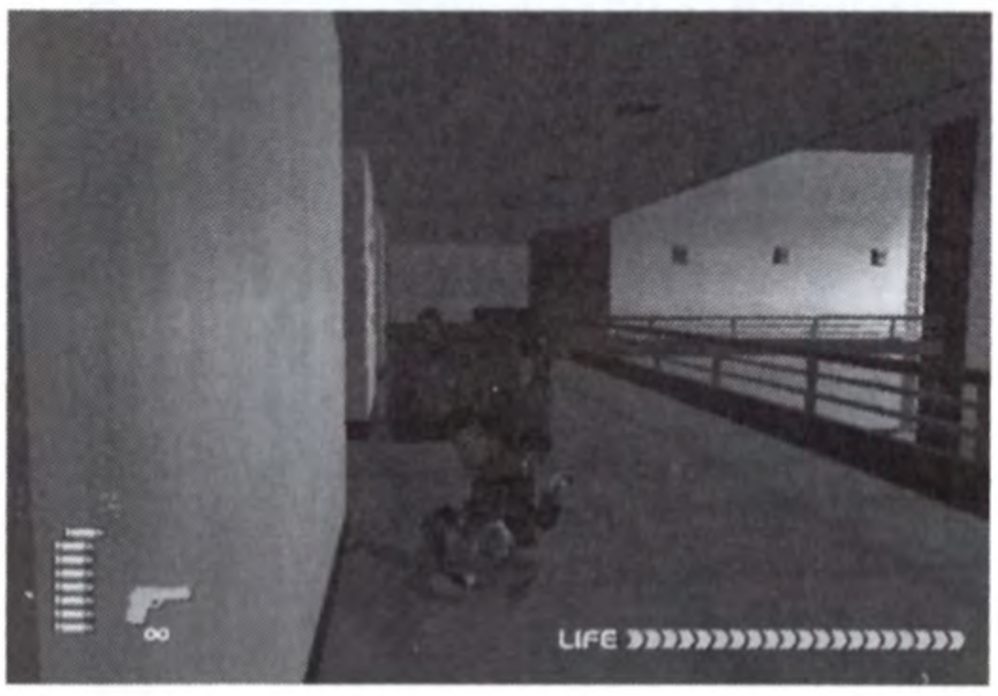
Press the L1 button to crouch and hide behind low obstacles.

You can place your back against the wall while crouching by pressing the ▣ button.



2/ Crouching Movement

Move with the left analog stick while holding down the L1 button.



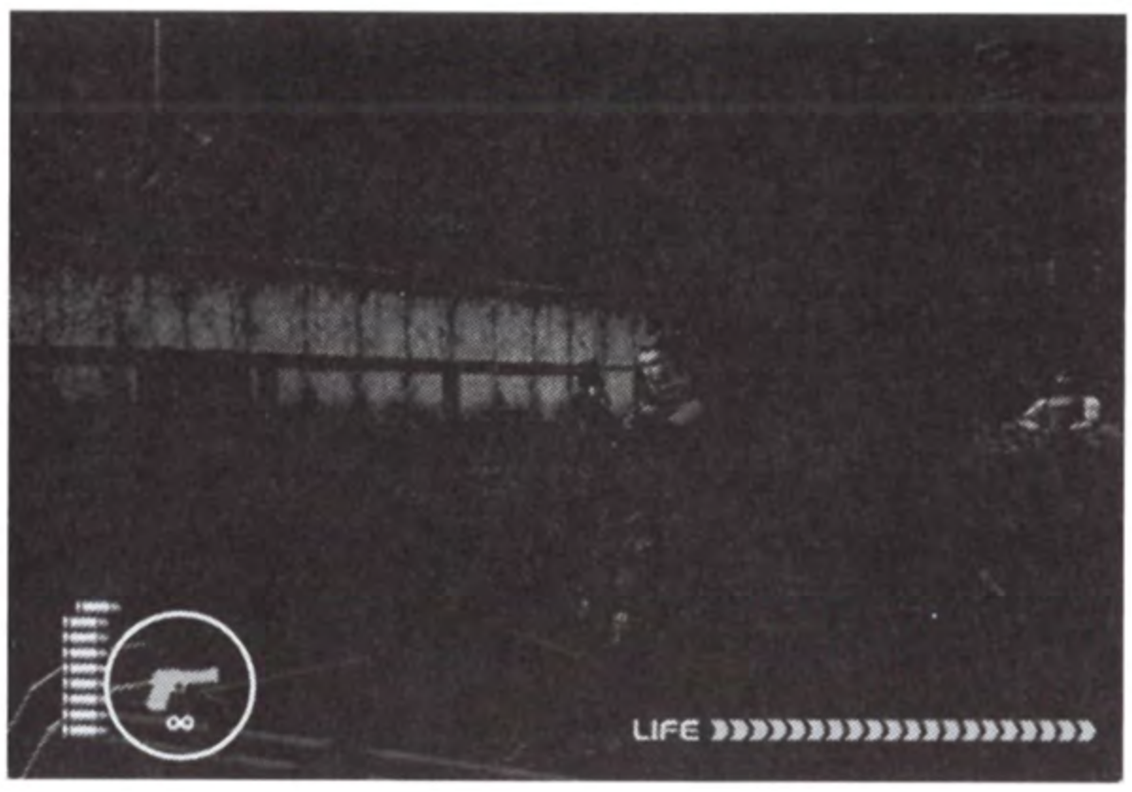
3/ Forward Tumble

Press the ▣ button while moving in a crouched position to tumble forward.

Use this move to dodge enemy fire and quickly hide behind an obstacle.

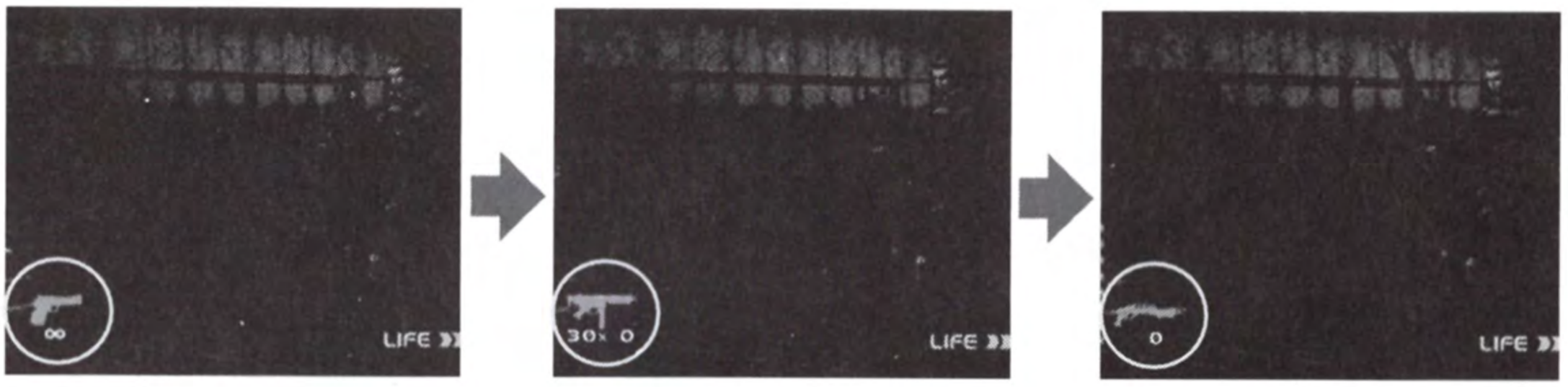
You've Been Hit!

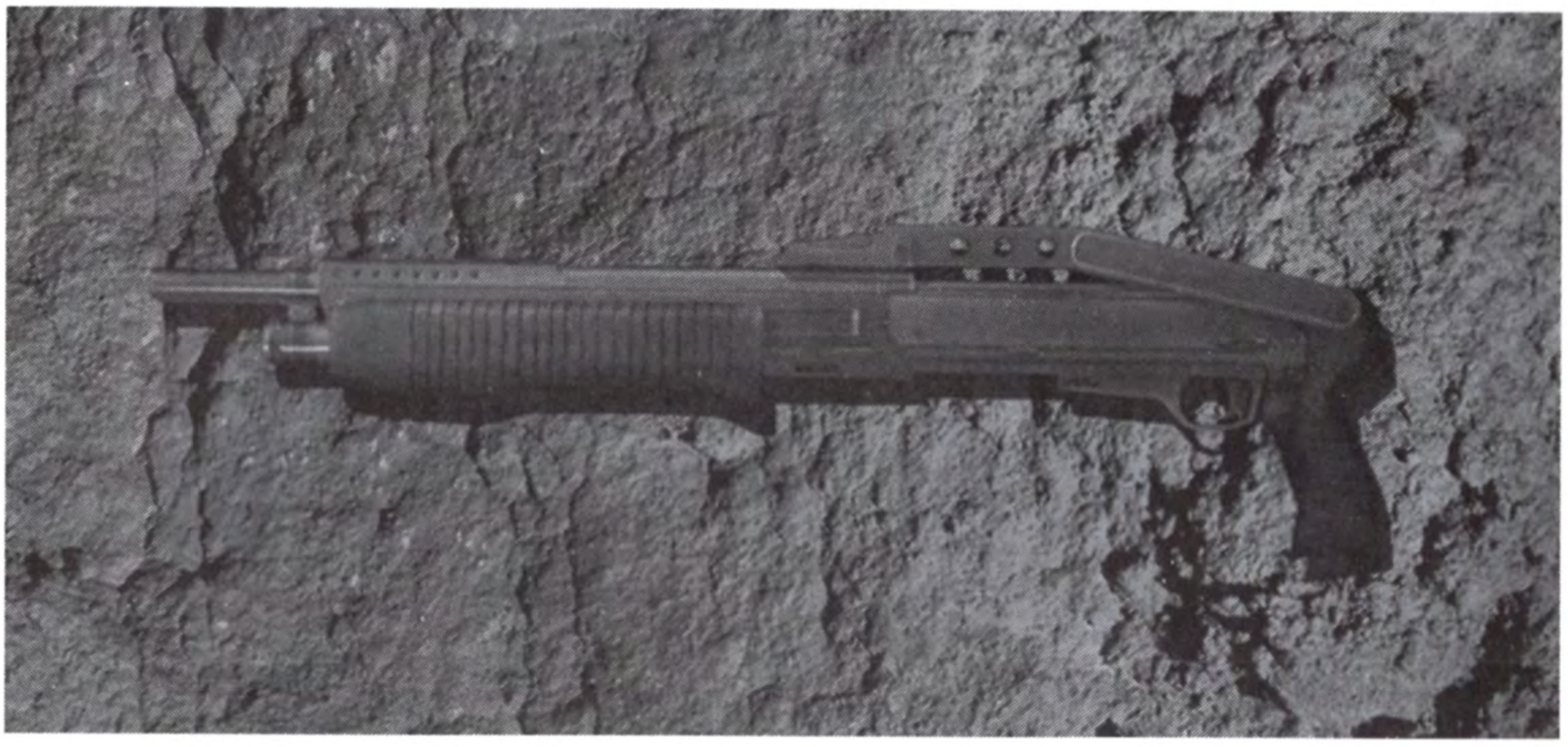
When your character is hit, his body will become semi-transparent while recovering. Since you cannot be hit again during this time, it gives you the chance to either get to safety or shoot nearby enemies.



1/ Changing Weapons

Press the ◉ button to change to a different weapon in your inventory.





ADDITIONAL CHARACTER ACTIONS

Examine Items: ◉ button

Aside from doors and items, you can examine anything that makes the sight turn blue as you approach it. Examine as many items as you can as some will result in actions or events.

1/ Picking Up Items

Press the ◉ button in front of an item to pick it up.

2/ Opening Doors

Press the ◉ button in front of a door to open it.

Medical Kit

Restores life points.

Magazine

Magazine clip for the sub-machine gun.

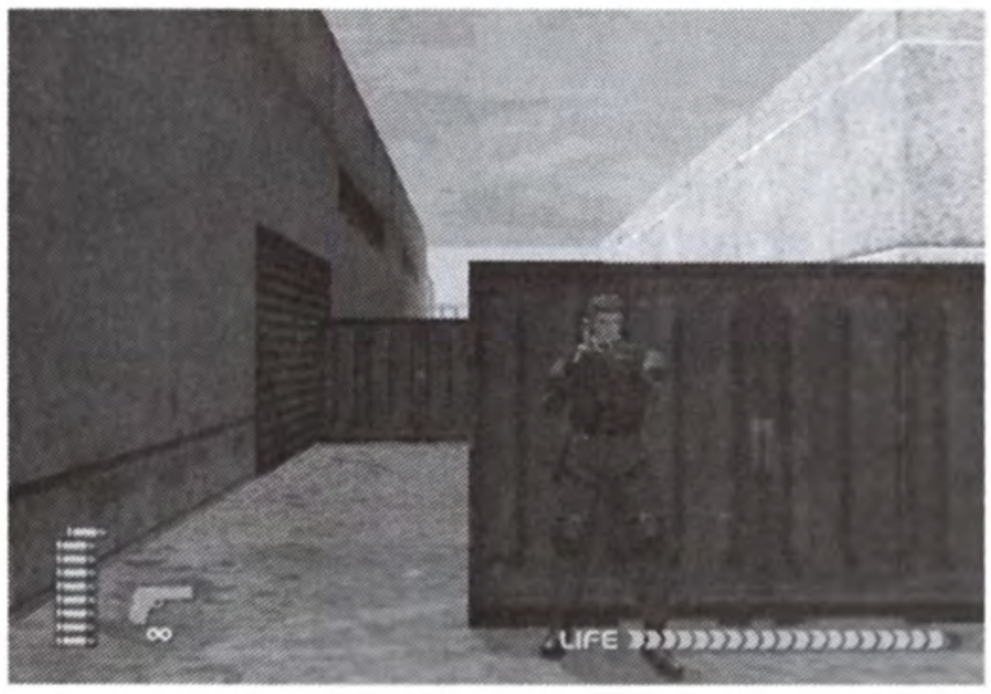
Shell Case

Shotgun shells.

There are many other items in the game. Do your best to find them. Some items will appear after you destroy objects like crates and barrels.

Changing Camera Angles: L2/R2 buttons or **right analog stick**

Move the game camera around.

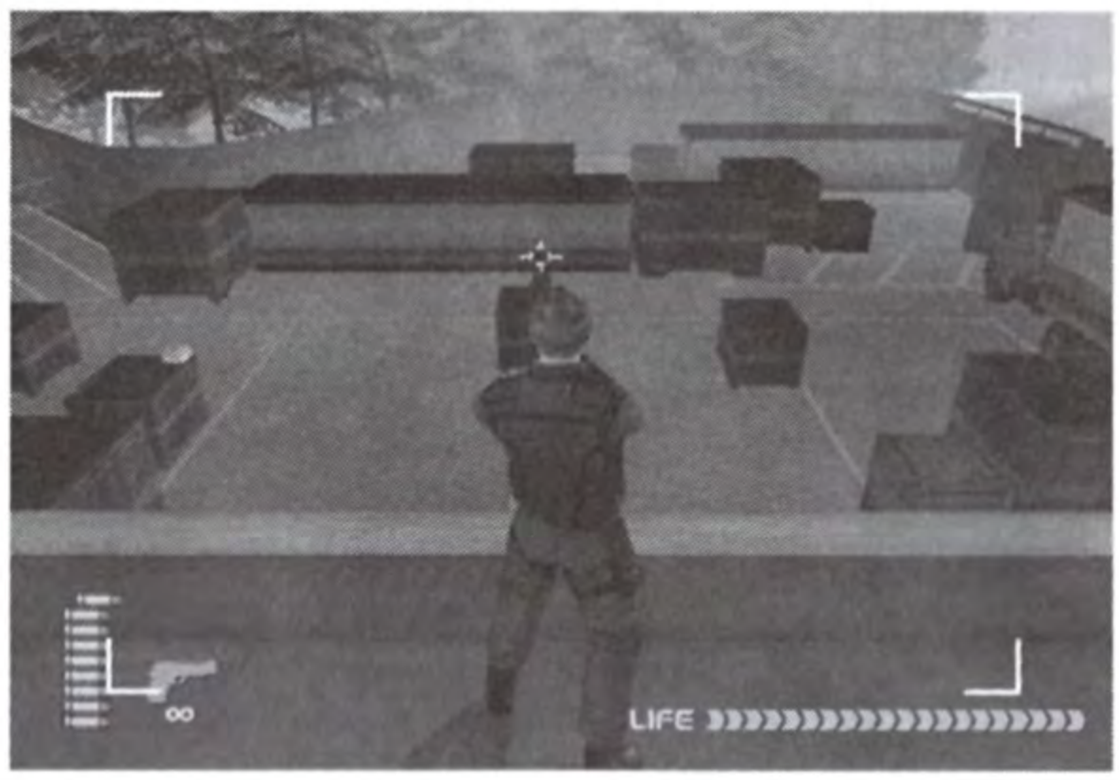


1/ Normal camera angle

2/ Left/Right Camera Pan

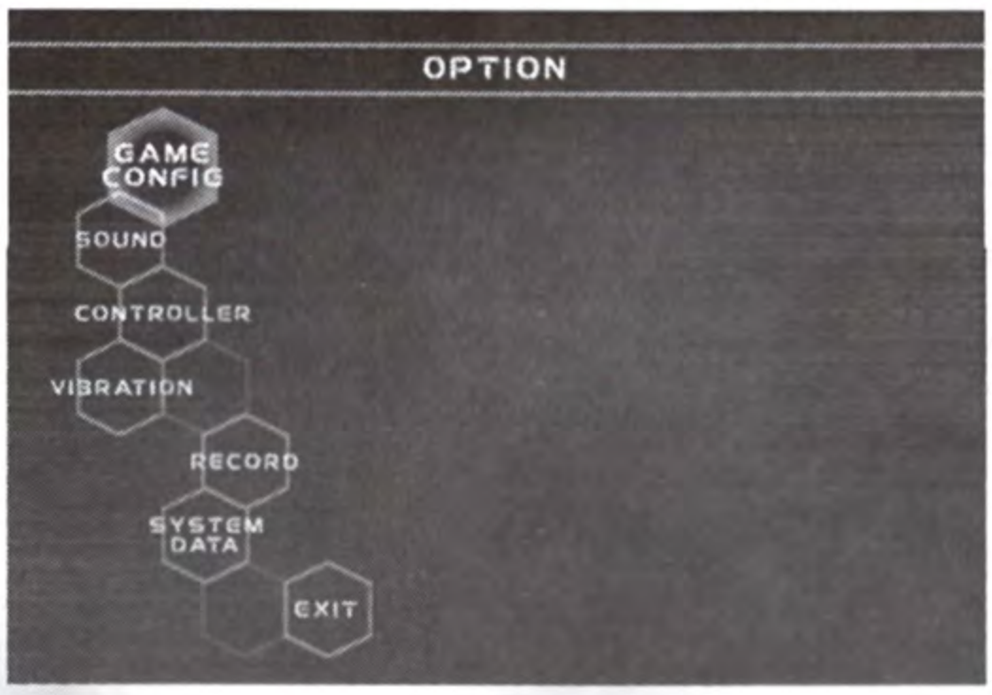
Pan the camera right or left with the L2/R2 buttons or right analog stick. See the Controller option in the main Options menu to adjust camera pan settings.

Under certain circumstances, the camera angle will be fixed. When this happens, a white border is displayed around the game screen. You cannot change camera angles during this time.



Display System Screen:

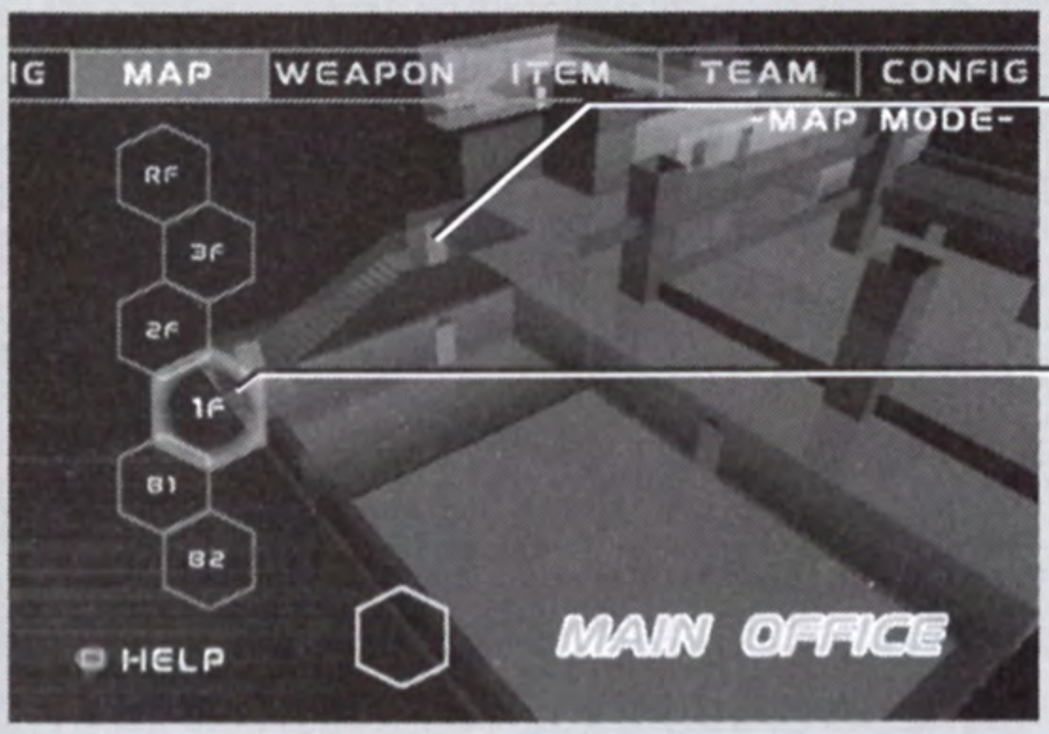
Press the START button to display the System Screen (see page 22).



SYSTEMS SCREEN

View game information and change game options.

MAP



View a map of your current surroundings.

Goal

A red bouncing triangle marks the location of your goal.

Floor selection

View maps of other floors.

After selecting the Map option, press the ▢ button to view instructions on how to use the map feature.

WEAPON

View all of the weapons in your possession.

Use the directional buttons to highlight a weapon and the ⊗ button to select it. When the sub-machine gun or shotgun is selected, the number of available reloads or shotgun shells is displayed.

ITEM

View all of the items you possess.

Use the directional buttons to highlight an item and press the ⊗ button to view it.

Turn the flashlight ON/OFF by selecting it.

TEAM

View information about other S.C.A.T. members.

Status

Displays the current status of a member.

CONFIG

Set the various game options.

Controller

Sight Control — set the reaction of the weapon's sight to user input

Sight Speed — set the speed of the weapon's sight

Camera Control — set the reaction of the camera to user input

Camera Pan — set the camera panning method

Key Type — set controller button functions

Vibration

Turn controller vibrations ON/OFF

Sound

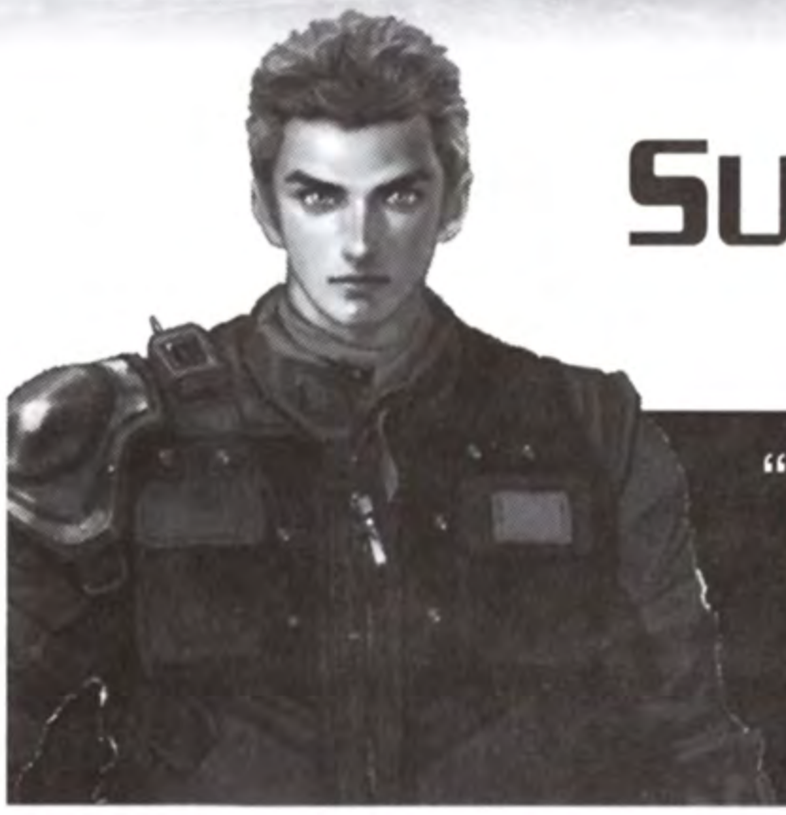
Set volume and sound type.

Language

Choose either English or Japanese subtitles and voices.

Quit Game

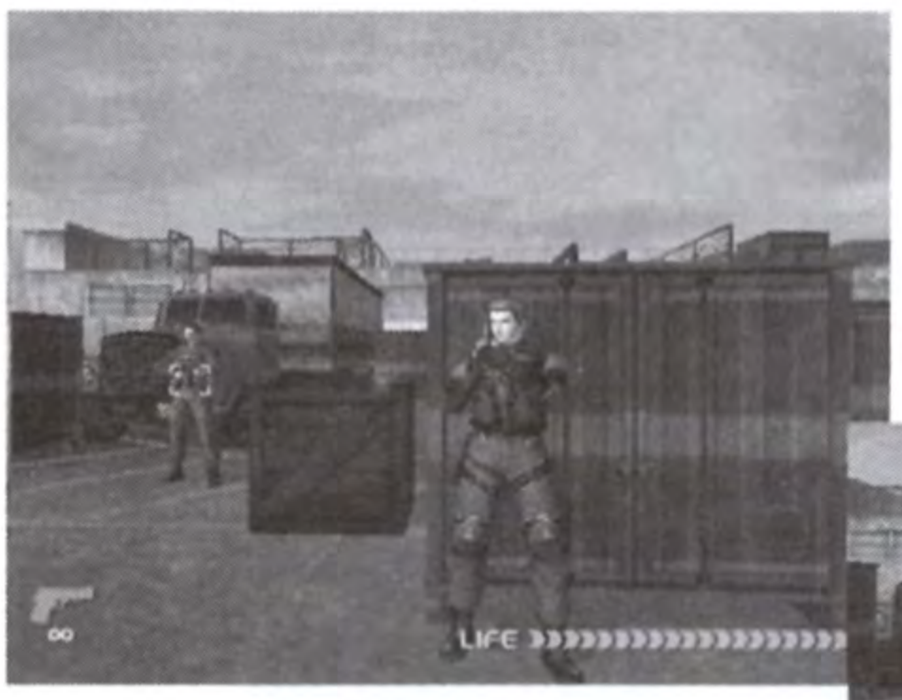
Exit the game and return to the Start menu.



SURVIVAL TECHNIQUES

"Hi, I'm Jean-Luc. I want to go over the fighting manual once more before our assault, so listen up. You'll make all of the S.C.A.T. members look bad if you forget any one of these pointers... so don't."

[TIP #1] CAPTURE BEFORE ATTACKING



If you want to drastically improve the accuracy of repeated firing, lock the camera on an enemy using the △ button. No matter which direction the enemy moves, you will be able to take aim and shoot with much greater accuracy.

Capture an enemy with the △ button. As long as an enemy is within your view, you can lock the camera on him while you remain hidden.

Notice how the sight follows your enemy's every move.

Give your enemy no chance to retaliate.

[TIP #2] NEUTRALIZE WITH RAPID FIRE

After your first shot hits an enemy, follow-up with more gunfire. Use rapid firing to neutralize your enemy before he has a chance to recover. Show no mercy.

[TIP #3] AIM FOR VITAL SPOTS

The damage you inflict changes depending on where you hit an enemy. You can quickly eliminate enemies by aiming for vital spots like the head. Even the handgun can eliminate an enemy with one shot in the back.

All it takes is one shot from behind.

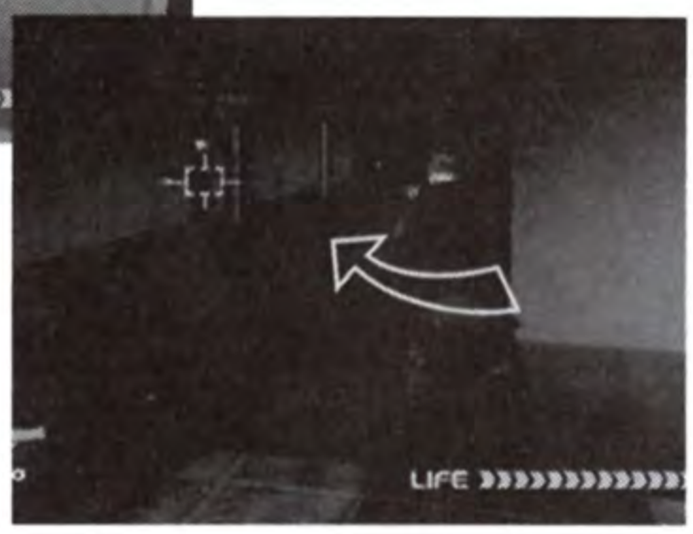
[TIP #4] AVOID ENEMY FIRE

Don't make yourself an easy target. No matter how tough you think you are, you won't last long if you don't use obstacles to avoid enemy fire.

1/ With your back to the wall, use the right analog stick to change the camera angle and get a bead on the enemy.

Use Walls

Press the ● button when standing in front of a wall to place your back against the wall. Swing out, fire off a shot and swing back to safety. This hit-and-run tactic is a basic principle of fighting.



2/ Hold down the R1 button to swing out, take aim and fire.

3/ Release the R1 button to swing back around the corner before the enemy can return fire.

When crouched in front of a wall or object, press the ● button to put your back against it.

Obstacles

Hide from enemies by crouching behind crates and steel drums.

Tumble to safety!

Drop and Roll

If you unexpectedly run across an enemy, tumble forward to safety.

[TIP #5] USE THE RIGHT WEAPON

Don't use a weapon just because it looks cool. Each weapon has its own strengths and weaknesses. Use the ◉ button to change weapons.

Handgun

You'll be glad that your handgun doesn't run out of ammo because you'll have to reload often. It only has average power, but its lightness makes the time it takes to aim and fire shorter than any other weapon. Use your handgun to take out minor bad guys and save all your other ammo for the real tough fights.

Machine Gun

This has the longest range. Even when you can't camera capture an enemy with the handgun, you can usually capture him if you switch to the machine gun. You can rapidly fire several rounds at once by holding down the ▣ button, but I don't recommend this because it's usually a waste of ammo.

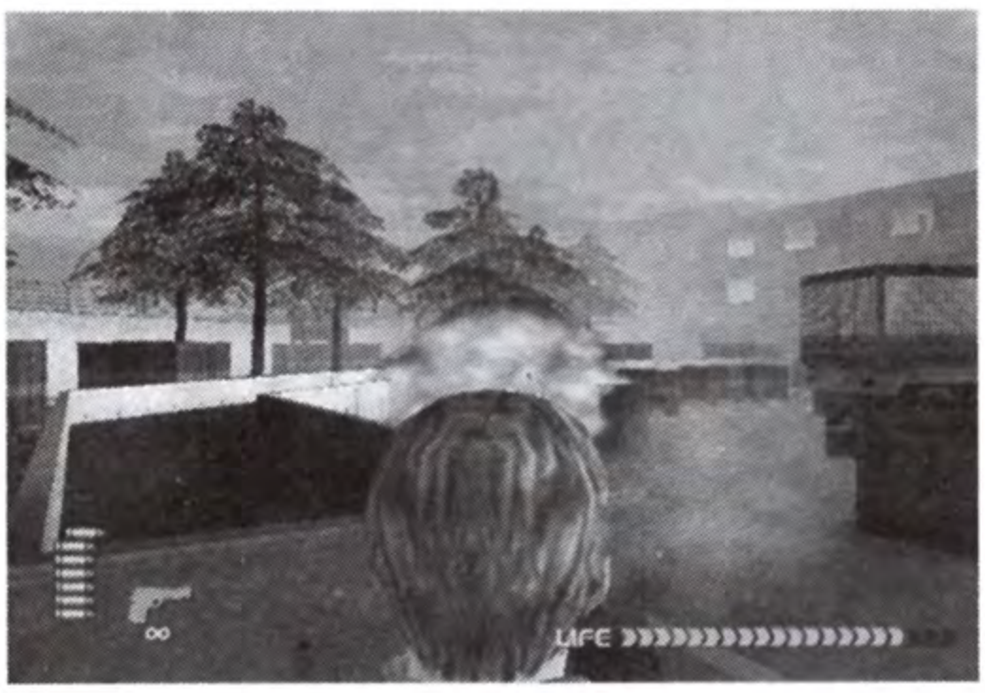
Shotgun

It has the shortest range, but packs the most power. It is especially useful when you are surrounded by enemies in cramped quarters. It can also take down several enemies at once if they are close together. The only drawbacks are that it takes a long time to reload and carries only a small supply of ammo.

Handgun with Silencer

This is your best choice for taking out enemies one-by-one from behind. Because it makes little noise, you won't attract unnecessary attention. However, this is not standard S.C.A.T. gear, so you'll have to find one if you want to use it, and I don't have the slightest idea where it is.

[TIP #6] MAKE EXPLOSIONS WORK FOR YOU



Send enemies flying with a well-timed explosion!

Sometimes explosions can do your work for you. Just take aim at an explosive crate or steel drum and fire. One explosion can cause a lot of damage. Just make sure you keep yourself out of harms way.

Here is a list of possible explosives we know about. Other information indicates that items are hidden in crates, so destroy what you can and see what you can find.

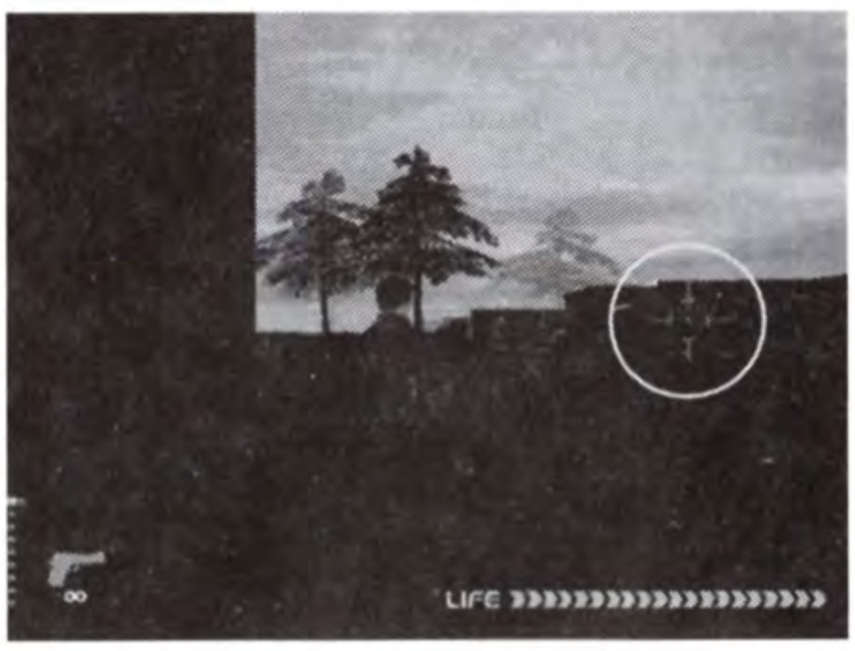
Wooden Crate (non-explosive)

Explosive Crate

Steel Drum (explosive)

[TIP #7] DEFUSE DEATH TRAPS

It only takes one touch of a laser trap to leave you as a smoldering corpse on the ground. Defuse the trap by destroying the controls.



Destroy the trap controls; they're usually located a short distance from the trap.

Many of the laser traps are hidden from plain view. Search for them carefully.

"It's time to roll out. We'd better hurry to the heliport. Let's hope we both make it back alive. Good luck soldier."

O.C.A.T.

WARRANTY

90-day limited warranty

KOEI Corporation warrants to the original consumer purchaser that this game CD shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOEI will repair or replace the game CD, at its option, free of charge.

To receive this warranty service:

1. Send in your Registration Card.
2. Save your sales receipt, indicating date of purchase, and the UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game CD to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify KOEI Corp. by calling the Customer Service Dept. at (650)692-9080, between the hours of 9 a.m. to 4:45 p.m. Pacific Standard Time , Monday through Friday.
5. If the KOEI Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number prominently on the outside packaging of your defective game CD, enclose your name, address and phone number, and return the game CD, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt and the UPC code within the 90-day warranty period to:

KOEI Corporation
1818 Gilbreth Road, Suite #238
Burlingame, CA 94010

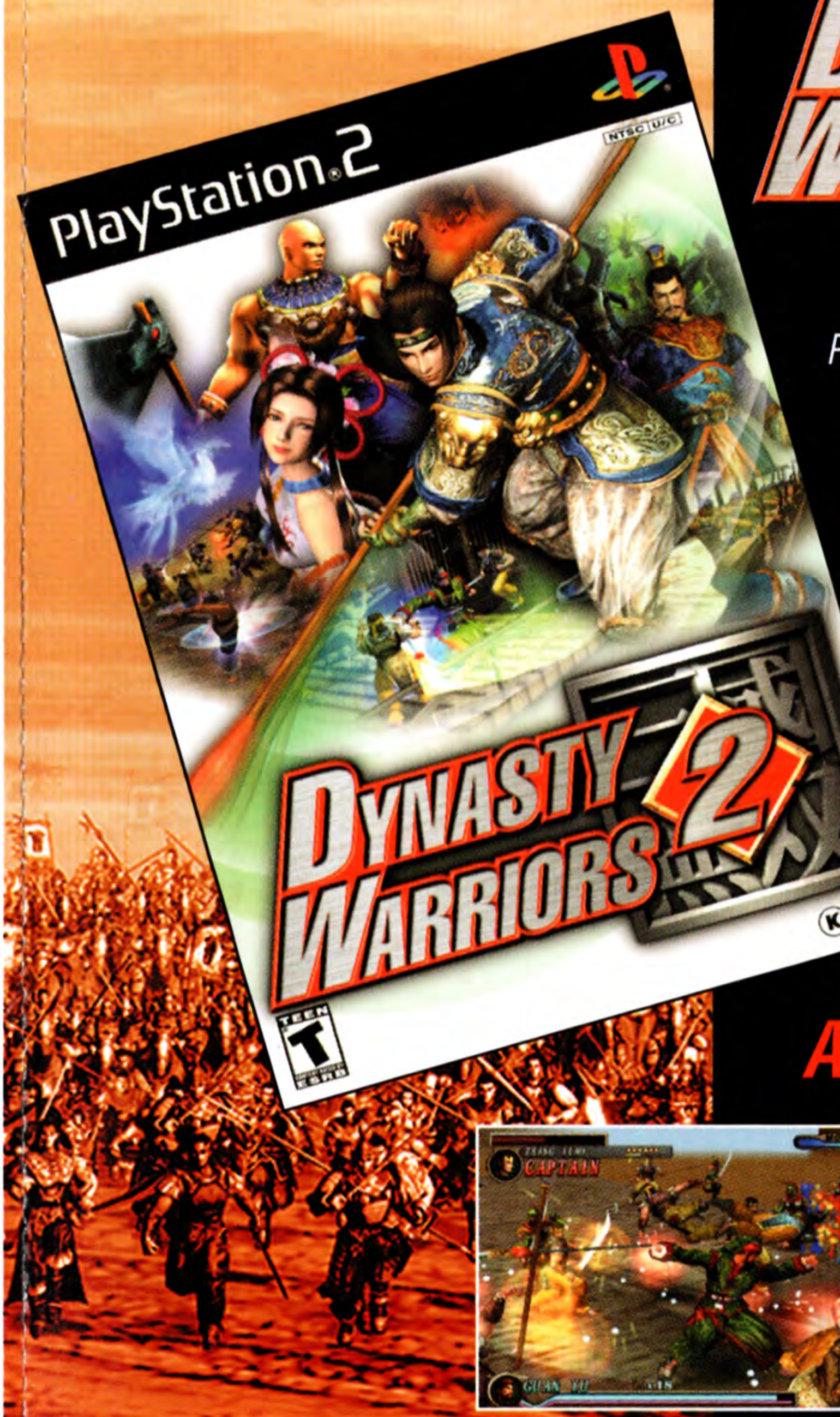
This warranty shall not apply if the game CD has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

On-Line Support

For information on other KOEI games, or to find hints on specific titles, please visit our web site at: **www.koeigames.com**

"Easily one of the most technically impressive action games ever."

— PSM



DYNASTY WARRIORS 2

Plunge directly into battle as one of 9 historically inspired, devastatingly fierce warriors battling on foot and horse-back. Join the ranks of heroes of old as you fight your way through hundreds of merciless warriors in your quest for the greatest prize of all — China!

Available NOW!

KOEI Corporation
1818 Gilbreth Road, Suite #238, Burlingame, CA 94010

WINBACK: Covert Operations is a trademark of KOEI Corporation and KOEI Co., Ltd. © 2001 KOEI Corporation. All rights reserved.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

KOEI

www.koeigames.com